DEFENCE COMMAND

Includes
SOUND
EFFECTS

STELLAR ESCORT

GAMES PACK TWO:
DEFENSE COMMAND™
AND STELLAR ESCORT™

DEFENSE COMMAND™ Recently, the militant Kromorfkrom Empire invaded Earth, stealing our newly developed Krotnium Star Cruiser Fuel Cells. Your mission, sir, is to recover and hold the Fuel Cells, long enough for our Star Cruisers to warp into the battle zone and return the cells to Earth. But beware - should the aliens reclaim their precious Fuel Cells, they will unleash their most terrifying weapon . . . the Solar Waster!

STELLAR ESCORT™ You must escort and defend Federation Supply Cruisers through front-line enemy zones -zones that are rife with Cretonian vessels, a super race determined to subjugate the entire galaxy. Along the way, you will encounter their dangerous ships and devices, including merciless RAM CRAFT, the indiscriminate CRUNCHER and the awesome KILR MINES. Only the skilled will survive!

WELCOME ABOARD, COMMANDER!

This is GAMES PACK TWO, featuring two state-of-the-art machine-language games, DEFENSE COMMAND™ and STELLAR ESCORT™. Both games may be played using either special keys on your TRS-80® computer or a joystick that's compatible with your system. To load the games on your TRS-80, please follow the appropriate tape or disk LOADING INSTRUCTIONS below.

MODELS I & III, DISKETTE VERSION
(Cat. No. 26-1926: 48K and One Disk Drive Minimum Required)

Turn on your computer. When the red LED light is off, insert your diskette label-side-up into Drive 0. Press the reset button on your computer. The Options Menu (below) will appear within a few seconds.

> 1 Load DEFENSE COMMAND™
> 2 Load STELLAR ESCORT™
> "B" BACKUP this disk
> "R" Reset HIGH SCORES

Options 1, 2 and "R" are self-explanatory. Option B, BACKUP procedure, is described below.

BACKUP – Making An Extra Copy of Your Diskette

The BACKUP function allows you to make ONE copy of your GAMES PACK TWO diskette. Since you will only have one opportunity

to make this copy, carefully follow the screen instructions. **IMPORTANT!** Make sure you have a blank diskette to backup GAMES PACK TWO onto before you begin the BACKUP procedure. Also: (1) Do not attempt to use TRSDOS® or any DOS to read or write to this diskette. GAMES PACK TWO does not contain a standard DOS, but instead works with a special "mini-DOS"; (2) A BACKUP made on a Model III will run on a Model 1, but not vice-versa; (3) Make sure that your master and blank diskettes are not write-protected during the backup procedure.

HIGH SCORE ON THE DISK VERSION

Your score will be saved to diskette at game's end if the score meets the "Minimum High Score" requirements. Make sure that your diskette remains in Drive 0 during play.

MODELS I & III, CASSETTE VERSION
(Cat. No. 26-1925: 16K, Level II BASIC Minimum Required)

BEFORE YOU BEGIN: Connect the Cassette Interface Cable from your computer to the cassette player. (Consult your User's Manual for the connection order.) Set the recorder volume between 4 and 6. Place the GAMES PACK TWO cassette into the cassette player and rewind, if necessary. The tape label is marked MODEL I & III, - make sure that the correct side is facing up, and then press "PLAY".

Turn your computer off. Hold down BREAK and turn the computer on. Model III users, press ENTER in response to the CASS? and the MEMORY SIZE? prompt. Model 1 users, press ENTER in response to the MEMORY SIZE? prompt. Both systems: Type SYSTEM and press ENTER. To load DEFENSE COMMAND™, type DEFCOM and press ENTER. To load STELLAR ESCORT™, type ESCORT and press ENTER.

IF A "C" APPEARS: If a "C" appears in the upper right corner of the screen, rewind the tape and begin the loading procedure again - this time adjusting the volume up or down somewhat. If you continue to get a "C," try loading the second copy of the program (located shortly after the first copy). If the problem STILL persists, carefully clean the record/playback head on your cassette with a Q-tip and some alcohol. The game will automatically begin after a successful load.

SOUND
(Tape and Diskette Versions)

DEFENSE COMMAND™ and STELLAR ESCORT™ each feature exciting sounds. To hear the sounds, load the game you wish to play, and

then connect the large gray AUX plug on the Cassette Interface Cable to a compatible amplifier. (Recommended: Radio Shack's® "Mini-Amplifier," Part number 277-1008.)

DEFENSE COMMAND™

Guard the fuel cells from the evil Kromorfkrom warriors until one of Earth's Star Cruisers can warp in and reclaim the cells for our side.

After DEFENSE COMMANDTM loads, press **ENTER** to view the instructions, **CLEAR** to view the High Score Display, or press **1** or **2** for the appropriate number of players.

The ominous Kromorfkrom Transport Vessel will appear when the game begins. A flagship will guide your ship from the transport vessel to the surface while additional alien ships deliver the FUEL CELLS. Once all of the FUEL CELLS are in place, the aliens will return to the transport vessel and the game will begin. (We suggest that you do not fire on the transport vessel - trust us.)

The game swings into high gear when the transport vessel vanishes and the aliens return to reclaim the FUEL CELLS. Your defensive missiles may be fired by pressing **F**, **@**, or **SPACEBAR**.

If an alien picks up a FUEL CELL, you must destroy the alien before it reaches the top of the screen. A direct hit will cause the alien to drop the cell: maneuver your ship into direct contact with the falling cell to "catch" it. Failure to do so will result in the destruction of the cell when it crashes to the surface. The transport vessel returns to destroy you if all of your FUEL CELLS are stolen or destroyed.

SLICERS are programmed to seek out and destroy Fuel Cells. Although they are the most feared of the Kromorfkrom defenses, they are thought to be the least intelligent. The resulting explosion from touching fuel cells will destroy a SLICER. SLICERS are worth 150 points.

At certain points in the game, the FLAGSHIP will return. This time, its cargo hold is laden with alien ships or SLICERS, which are released upon contact by one of your missiles. The FLAGSHIP is worth 500 points.

DEFENSE COMMAND™ ends when all of your ships are destroyed. An additional ship is awarded every 10,000 points.

In addition to your missiles, you begin each game with 4 deadly ANTI-MATTER BOMBS. These can be detonated by pressing any key from **0** to **9**, and will destroy all aliens on your screen. An extra ANTI-MATTER BOMB is awarded every 5,000 points.

The DEMO MODE will begin if a Control Key is not pressed within a minute or so. You may pick up a few playing tips by watching the computer take on the aliens, but remember – the computer has its off days, too!

STELLAR ESCORT™

After STELLAR ESCORT™ loads, press **H** to view the Escort Hall of Fame. Press **I** for a brief description of the mission including bounties offered for each enemy craft.

Press **G** to begin the game. Press **1** or **2** for the correct number of players. Use the four **ARROW** **KEYS** to control the direction of your Fighter Escort and the **SPACEBAR** to fire your weapon.

As sole pilot of a speedy Fighter Escort, the task of guarding valuable Federation supply cruisers has fallen to you. Your Fighter Escort is equipped with an amazing device: an invisible Tractor Shield Beam that envelopes and shelters your Federation charges.

The Cretonian empire, long-time enemy of Earth II, has unleashed an armada of deadly RAM CRAFT. True to their name, RAM CRAFT will crash into your Fighter Escort whenever possible (destroying both you and your Federation charge) or in some instances, will fire torpedoes that will accomplish their objective with equal vim.

Your Fighter Escort's FUEL SUPPLY is displayed on either side of your console screen.

The RAM CRAFT are controlled by the mine-spewing master ship, the CRUNCHER. The mines deployed by the CRUNCHER, KILR MINES, are exceedingly powerful devices: if your Fighter Escort scores a hit on one, it will release an energy field strong enough to destroy all matter in the area, including YOU! A KILR MINE will eventually disintegrate - avoid contact until it does.
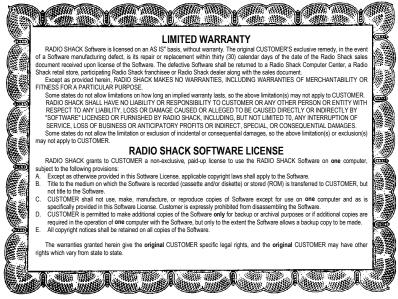
The Cretonians attack in waves of three, with each wave consisting of ten ships. Destroying an enemy ship adds its bounty value to your score.

When all enemy ships on your screen have been destroyed, the Federation Supply Cruiser is considered safely escorted and the round is over. Bonus points will be awarded at this time - the amount based in part upon your accuracy in firing upon the enemy. Make your shots count!

You will be given a new Federation Supply Cruiser to guide and a fresh supply of fuel when a new round begins. Each round will increase in

difficulty, including faster RAM CRAFT and a greater number of KILR MINES.

STELLAR ESCORT™ ends when your supply of Fighter Escorts is destroyed, either through contact with the enemy or if it depletes its fuel. An extra Fighter Escort is earned every 10,000 points. Good luck!

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